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What is claimed is:

- 1 1. A method for allocating real-time audio data from N audio channels
- 2 in a system having a first processor and a second processor, the method
- 3 comprising the steps of:
- 4 providing P memory banks, each memory bank being accessible to the
- 5 first and second processors; and
- 6 storing P subsets of said audio data in P memory banks, respectively, P
- 7 subsets corresponding to P different groups of audio channels.

- 1 2. The method of claim 1, prior to the step of storing, further comprises
- 2 a step of selecting said memory banks for access by one of the first and second
- 3 processors.

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- 1 3. The method of claim 1 wherein P is equal to two.

- 1 4. The method of claim 3 wherein one subset of said audio data
- 2 corresponds to even-numbered audio channels and one other subset of said
- 3 audio data corresponds to odd-numbered audio channels.

- 1 5. A system having first and second buses for processing real-time
- 2 audio data from N audio channels, the system comprising:

3 a first processor and a second processor coupled to said first and second
4 buses, respectively; and

5 P memory banks coupled to said first and second buses for storing said
6 audio data, said P memory banks being accessible to said first and second
7 processors, said P memory banks storing P subsets of said audio data,
8 respectively, said P subsets corresponding to P different groups of audio
9 channels.

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1 6. The system of claim 5 further comprises P selectors coupled said first
2 and second buses to select said memory banks for access by one of said first
3 and second processors.

1 7. The system of claim 6 wherein P selectors include P address
2 multiplexers and P data transceivers.

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1 8. The system of claim 5 wherein one subset of said audio data
2 corresponds to even-numbered audio channels and one other subset of said
3 audio data corresponds to odd-numbered audio channels.

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1 9. The system of claims 5, wherein the P memory banks include
2 dynamic random access memories.

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